INSTRUCTION BOOKLET

Acclaim entertainment, inc

SUPER NINTENDO ENTERTAINMENT SYSTEM

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ENTER THE STARGATE™

In an ancient time, the last member of a dying race came to Earth in search of new life. This being, Ra, found what he sought in the person of a young boy. He then returned to a parallel planet across the universe. Using the rejuvenating powers of a special sarcophagus, he has kept perpetually young. He needs a constant supply of quartz to power the machinery which gives him eternal life. To ensure this supply, he has subjugated an entire race to his will. Thus indentured, these people struggle in quartz mines under the watchful eyes of Horus guards.

These cruel task masters spare no pity for the fate of the enslaved masses they mercilessly exploit to please their feared ruler, Ra. It has been thus for eons, and would continue unchanged for many more but for the sudden strange appearance of travelers from Earth newly capable of using Ra's own StarGate to explore and perhaps unbalance his despotic world. . .

In the 1920's, Professor Langford, accompanied by his nine year old daughter Catherine, led an archaeological expedition to Giza, Egypt. There, amidst ancient pyramids and strangely misshapen human remains, they uncovered an enormous metal ring, made out of an alloy previously unknown on Earth. The ring was confiscated by the Egyptian government, and only recently released to American custody. 70 years after its discovery, the United States military has taken a strong though unpublicized interest in it.

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Egyptologist Daniel Jackson is called in to decipher symbols on the tablets that covered the ring. He learns that it is a StarGate, a portal to another world dimensions away! His successful work leads to the launching of a mission probe—to the other side of the know Universe! The mission team, led by Colonel Jack O'Neil, lands in a world no present day Earthling was meant to know. A world ruled by Ra, boy king of an ancient people who share startling similarities with the ancient Egyptians! The mission crew were meant to gather samples then return to Earth, but Colonel O'Neil has another agenda, in the form of an nuclear bomb!

STEP INTO THE STARGATE™...

LOADING:

1. Make sure the power switch is OFF.
2. Insert the STARGATE™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction booklet.
3. Turn the power switch ON.

When the STARGATE™ title screen appears, you will be presented with a choice of three options: START GAME, DIFFICULTY and PASSWORD.

STARGATE MOVES

To begin playing STARGATE™, press the START BUTTON.

To set Difficulty, use the control pad to highlight Difficulty. Use LEFT or RIGHT on the CONTROL PAD to move to the desired setting. You may choose between Easy, Medium and Hard skill levels.

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If you'd like to be able to return to the game where you left off, you may do so by means of a password. Use the CONTROL PAD to select a Password, then press the START BUTTON to Confirm your choice. Use the CONTROL PAD to move over the hieroglyphs you wish to use, pressing the SELECT BUTTON to choose.

As Colonel Jack O'Neil, the leader of the StarGate mission, you must see to it that the nuclear bomb you've brought along secretly as part of your mission does not fall into Ra's vengeful hands. Once he learns what the device is, it is Ra's plan to send the bomb back through the StarGate packed in power-enhancing quartz, and so destroy Earth.

The game begins in the desert on the planet of Abydos. The earth team haven't been there long before the reigning heavies catch up to them. The travelers meet up with local villagers who prove very friendly. One of them, an attractive young woman named Sha'uri, becomes romantically involved with Jackson, while a brave youngster called Skaara will prove to be a fast friend to the Earth men.

From the alien desert, the action intensifies as O'Neil has to overcome strange enemies in the village of Nagada, otherworldly glider squadron attacks, mysterious catacombs, dangerous open pit mines and many other exciting action levels. He has to fight the relentless Horus guards, and the seemingly unbeatable Anubis, until finally O'Neil is forced to fight Ra himself for the future of the entire human race!

WEAPONS:

MACHINE GUN

Your main weapon is a powerful BAR-type machine gun. It has unlimited ammo, so feel free to treat your enemies to a deadly display of maximum velocity ventilation. There are a variety of fire modes you can pick-up throughout STARGATE™ to change or enhance the machine gun's effects.

MACHINE GUN PICKUPS

Rapid Fire

Just what it sounds like! Double your rate of fire with this handy collectible, and watch your foes do their Last Dance.

Wide Fire

Can you guess what this does? A wider field of fire makes for more effective fighting, and the wider burst from your machine gun that this pick-up delivers will have Anubis howling at the moon!

Ammo Strength

Ammo comes in three different grades, Good, Better and Best, and can be picked up at various locations throughout the game. Good is the default setting, and does the least damage. The Better and Best power ups do respectively more damage to enemies.

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Gun Coolant

It's no secret that machine guns overheat when the trigger remains pressed for too long. When it overheats, it's unusable, leaving you vulnerable. Fire in bursts instead, and look for Gun Coolant pick-ups to retard heat build up. When in use, this pick up makes the Gun Heat Bar appear cooler.

GRENADES

Grenades can be used in a wide variety of ways, depending on the foe or obstacle targeted, and the circumstances involved. Below is a brief description of ways O'Neil might use his grenades: (NOTE: Grenades can only be used when O'Neil is not moving.)

WHEN STANDING
To Throw grenades, press the X BUTTON
To High Lob grenades press UP on the CONTROL PAD + X BUTTON
WHEN CROUCHING
To Bowl grenades, press DOWN on the CONTROL PAD + X BUTTON
WHEN HANGING
To Drop grenades, press DOWN on the CONTROL PAD + X BUTTON
WHEN CLIMBING
To Drop grenades, press the X BUTTON. Use LEFT or RIGHT CONTROL PAD to throw left or right.

GRENADE PICK UPS

Standard Grenades

Standard issue grenade pick ups are located throughout the game. They can be used against all foes.

Alien Grenades

This pick up gives you the chance to use the enemy's own weapons against them. These are much more powerful than standard issue grenades, so collect them whenever you can.

GLIDER

At some points in STARGATE™, Colonel Jack O'Neil is able to pilot one of Ra's sophisticated attack gliders. The pick ups below can be collected by O'Neil while he is in control of a glider. Glider controls appear on page 17.

GLIDER PICK UPS

Shield Pick Up

To increase your glider's resistance to enemy fire, collect Shield pick ups by knocking out bunkers on the desert floor.

Heat-Seeking Missile

Collect this icon by destroying bunkers on the desert floor. The Heat- Seeking Missile is a decidedly deadly weapon for bringing down Ra's gliders.

Fuel

Keep your glider in the air by collecting plenty of fuel. Pick ups are hidden in desert floor bunkers.

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GAME FEATURES

ENERGY BAR

Your health appears on screen as an energy bar at the top right. It starts red and becomes increasingly black with each hit, until it turns completely black, at which point you lose a try. Losing a try results in the lose of some pick-ups. Play resumes at the last continue point.

LCD INFORMATION

The LCD Information panel appears in the upper left corner of the screen, and contains information vital to your mission. When you collect a pick up, the icon will briefly appear in this panel.

RADIO

The radio is your lifeline. It is always available by pressing the SELECT BUTTON. Doing so will freeze the action and bring you to the radio screen, where you will receive mission updates and decide what course of action to follow. You will get information from Daniel Jackson and others over the radio which alerts you to changing circumstances and mission objectives. You can also see the number of Lives, Continues, Bomb Pieces and StarGate hieroglyphs you have, as well as get passwords.

PICK UPS

EXTRA LIFE

Collecting this pick up will grant the player an extra life, giving you an added chance to complete your mission.

ENERGY

Collecting this energy pick up partially restores O'Neil's health.

HIEROGLYPHS

In order for the team to return to Earth, O'Neil must collect seven hieroglyphs hidden throughout Abydos. His goal is to complete the return StarGate address, allowing the mission crew to escape through the StarGate.

BOMB PIECES

Ra's guards steal the nuclear bomb O'Neil brought along to seal the

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StarGate. The bomb has been disassembled by puzzled Horus guards intent on learning what it is. O'Neil must search the catacombs and find the pieces before Ra can get his hands on the bomb and use it to destroy Earth. When O'Neil finds a piece of the bomb, it will appear on his radio screen. He must collect all the pieces for a successful mission, so always be on the lookout for them.

PASSWORDS

StarGate features a password function which allows you to resume play later. A password is granted after completing certain missions. Passwords are displayed on the radio screen. You may wish to write passwords down in order to return to where you left off earlier.

THE DESERT. . .

Following their landing on Abydos, the mission team gets separated in a sandstorm. Colonel O'Neil awakens to find his radio broken and himself far from base camp—and the bomb missing! He sets out in search of his missing command, dodging desert creatures and patrols of Horus guards, the hateful henchman of Ra. He finds Jackson and learns that the basecamp was overrun by Ra. The Nagadans have helped the team escape, but the team's supplies were left behind in a cave. O'Neil must collect what supplies he can find in the caves, then venture to Nagada, and, he hopes, his men. The village of Nagada is inhabited by humans kept in thrall to the whims of Ra by a standing army of imperial guards. The natives are very friendly, though desperately oppressed by Ra. O'Neil learns that four village Elders can help him find his team, and sets out to find the wise men, a search that he pursues throughout Nagada. O'Neil realizes that he'll need the Nagadans' help to complete his mission on the desert planet. What better way to earn it than by freeing them from the harassment of the Horus guards that patrol Nagada? To do this, O'Neil will have to battle a substantial army of bad guys until they're mere memories. It won't be easy.

CATACOMBS

Some of the scattered Marines may be in the dank catacombs nearby, while Ra's men have made off with pieces of the missing bomb. The heart of the catacombs hides keys to Ra's Pyramid. The catacombs are dark and twisting. It's easy to get lost here, but you've got to find your men and get supplies to them—if they're still alive!

SAVE SHA'URI

O'Neil locates Kawalsky, his squad leader, who helps him find the rest of his patrol—and to relocate Jackson. Jackson tells him that Anubis, Ra's general, is after a Nagadan rebel leader named Sha'uri. If O'Neil doesn't find Anubis and destroy him before Anubis

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can get to Sha'uri, the rebellion will be doomed—along with the mission crew's hopes of leaving Abydos alive! O'Neil searches the cellars and rooftops of Nagada before he finally finds the powerful jackal-crowned Anubis, whose strength and fighting skill are more than a match for O'Neil!

WHAT'S MINE IS HORUS

Back in Nagada, O'Neil meets up with Sha'uri, and soon discovers that the native boy named Skaara is crucial not only to finding the bomb, but to the rebellion. O'Neil grudgingly sets off to find the boy, encountering fierce scarabs and Horus guards. He battles on and eventually locates Skaara, who tells him of secret cellars and slave mines: a safe way back to Nagada? Descending into the depths of the alien quartz mine, O'Neil finds himself leaping from hook to hook as he careens downwards, blasting his
enemies and hanging on for dear life! He'll be looking for narrow passageways and doorways to other areas.

Sha'uri In Disguise

Arriving back in Nagada, the Colonel meets Jackson, and soon is back searching the village—this time for Sha'uri, who has disguised herself as an Elder in an effort to avoid

Anubis. All manner of flying menaces torment O'Neil as he makes his way through the passages that will lead him to Sha'uri. Then O'Neil is off again, this time in search of both Daniel and Skaara, who are to be found somewhere out in the desert, which is under Ra's control. But first, he must make his way to the East Gate that leads to the desert.

Traitors!

When O'Neil locates Skaara, he finds that Daniel has been taken prisoner by Ra. But Skaara is full of information, and is able to give O'Neil some guidance. Soon O'Neil is inside Ra's hidden spaceship, where Daniel has overheard some truly frightening news: the rebellion is now threatened by traitors, the worst kind of enemies! O'Neil must destroy the traitors or the rebellion is over before it's even begun!

Flight Leader

Before O'Neil can reach Nagada and the hateful traitors, he comes across a downed yet serviceable glider in the desert. O'Neil climbs aboard in hopes of giving the marauding Horus flyers a taste of their own medicine.

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Glider Controls

The amount of Fuel remaining in your glider is displayed in a Fuel Meter at the top left of your screen. You can replenish fuel by collecting pick ups hidden in bunkers. The Shield Meter at the top right of the screen displays the status of your glider's shielding. When it turns completely dark, the glider has lost all its shielding, and will be downed if it takes one more hit. To avoid this, collect as many Shield pick ups as you can.

Collect Heat-Seeking Missiles hidden in enemy bunkers. Once collected, the missiles appear as H icons below the Shield meter on the top left of the screen. To fire a Heat-Seeking missile, press the X BUTTON. The number of enemy gliders remaining appears at the top center of your screen.

Ra's Armory

The traitors are destroyed. When a thankful Elder tells O'Neil to take some herbs to Daniel, wounded in his escape from Ra, O'Neil is off and running. He fights his way to Daniel, only to learn that the worst has happened: Anubis has Sha'uri! O'Neil is determined to get her back, even if it means facing his deathless nemesis once again. If he can somehow overwhelm his vicious opponent, O'Neil will have a chance to strike a blow at Ra by raiding his armory and gathering much-needed weapons to supply the Nagadan rebellion. The daring risk is surely worth the prize!

Aid The Rebels

As Ra's glider forces attack Nagadan rebel forces in the desert, Daniel works to cripple the guidance systems of Ra's glider force inside Ra's spaceship. O'Neil returns once more to the desert, bearing the advanced arms he's gathered to equip the Nagadans. When he finds Skaara, he discovers that his men await him in the desert. Once he's reunited with them, it becomes clear that Ra's forces have an overwhelming advantage. O'Neil must find more glider fuel and once again take to the air in hopes of knocking out some of the enemy gliders. Then he must search the catacombs if he hopes to find the Elder who can show him a secret route to Ra's pyramid.

Search And Destroy

O'Neil enters Ra's pyramid, intent on destroying the computers that provide essential guidance to his glider forces. Daniel is somewhere in the pyramid, also trying to disable the computers. If they can destroy them, Ra's deadly gliders will be more vulnerable to attack from the rebel Nagadan forces. Once O'Neil finds Jackson, they quickly concoct another scheme: O'Neil will somehow cripple the glider bay doors, making it impossible for them to land or take off. Meanwhile, O'Neil will gather the Nagadan forces for an assault on Ra's pyramid!

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If the mission is to succeed, O'Neil will need to collect all the bomb pieces and all the hieroglyphs needed to assemble the StarGate address that will allow the crew to find their way back to Earth. As the drama builds in intensity, O'Neil discovers that Daniel and Sha'uri are unwilling guests of Ra. If that means battling Ra himself, O'Neil will have to risk it—even if the future of Earth rests in the balance!

CHARACTERS

COLONEL JACK O' NEIL

Resourceful leader of the mission to Abydos, O' Neil has the technical know-how and fighting ability.

DANIEL JACKSON

A scholar of ancient languages, Daniel Jackson's ability to read hieroglyphs holds the key to the StarGate, and hence to the mission. His fluency in ancient Egyptian helps him understand and communicate with the Nagadans—and to fall in love with one of them.

MARINES

A hand-chosen team of the toughest leathernecks in the USA, this fighting unit does more with a few men than some armies can with a division.

LOCALS/ NAGADANS

The people of Nagada are oddly similar to those of ancient Egypt. They are an enslaved people who are ready for an opportunity to break free—an opportunity that O'Neil, Jackson and the rest of the mission team will be struggling to provide.

RA

The absolute ruler of Abydos and perhaps beyond, Ra reigns over the people of Nagada from his pyramid/ spaceship in the desert. An ageless and brutal tyrant, Ra is perhaps as ancient as the sands. His power is immense, and has never been challenged. Until now. . .

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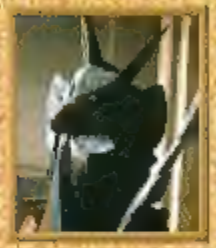
HORUS

There seem to be no shortage of Ra's loyal and ruthless servant soldiers. Highly schooled in the art of combat, and bearing advanced weapons unknown on Earth, these creatures are formidable foes.



ANUBIS

This being with the visage of a jackal is Ra's general. He is the most hated being on Abydos, and the deadliest mortal. To fear him is natural. To face him is to tempt fate.

SHA'URI

A beautiful young woman who is offered in marriage to Jackson by village Elders who believe him a god. Sha'uri comes to love and understand Jackson as no one has before. Her beauty is surpassed only by her bravery.

SKAARA

A young Nagadan teenager who befriends a reluctant O'Neil. Skaara's friendship will prove vital to the success of the mission—and to the grudging heart of Colonel O'Neil.

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AVAILABLE WHILE SUPPLIES LAST!

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